

- 317 **AERIAL PROJECTILE GAME; GAME ELEMENT (E.G., TARGET, ETC.) OR ACCESSORY THEREFOR OTHER THAN PROJECTOR OR PROJECTILE, PER SE**
- 317.1 ..Simulated game
- 317.2 ..Golf
- 317.3 ..Basketball
- 317.4 ..Tennis
- 317.5 ..Football
- 317.6 ..Baseball
- 317.7 ...Mechanically pitched or projectile ball
- 317.8Tethered ball or projectile
- 317.9 ...Mechanically batted ball or projectile
- 329 ..Projectile tethered to hand-held, apertured manipulator
- 330 ..Projectile flexibly tethered to hand-held manipulator
- 331 ..Target and tethered projectile
- 332 ..Tethered ring
- 333 ..Having indicator or indication by movement of target
- 334 ...Elastic tether
- 335 ..Elastic tether
- 336 ..Peg and ring game or pegged target therefor
- 337 ..With mechanical projector
- 338 ..Having plural pegs
- 339 ...Structurally different or nonparallel longitudinal axes
- 340 ..Playing surface or projectile struck from below to project projectile
- 341.1 ..Tipcat game; accessory therefor
- 342 ..Upwardly facing projectile-bounce surface
- 343 ..Hooking or draping projectile and target therefor
- 348 ..Target
- 348.1 ..Including heating means (i.e., thermal target)
- 348.2 ..Having suction cup for adherence of projectile thereto or having surface adapted for adherence thereto of projectile having suction cup
- 348.3 ..Having magnetized material for adherence of projectile thereto or made from material adapted for adherence thereto of projectile having magnetized material
- 348.4 ..Having bristled, hooked, or looped surface for adherence of complementarily surfaced projectile thereto
- 348.5 ..Having means for nonpenetrating adherence of complementarily surfaced projectile thereto (e.g., tacky surface, etc.)
- 349 ..With liquid projector (e.g., water pistol)
- 350 ..Liquid buoyant
- 351 ..Game simulating aerial bombing of targets
- 352 ..Skee-Ball game
- 353 ..Tiddlywink game
- 354 ..Having means to vary size of projectile-receiving target aperture or target opening
- 355 ..With support having both target and movable mechanical projector attached thereto
- 356 ...Projector universally pivots
- 357 ..With plural mechanical projectors
- 358 ..Projected picture
- 359 ..Moving
- 360 ...Airplane towed
- 361Having target exchange, carrier, or storage means
- 362 ...Flying or moving freely through the air
- 363Material dispensing or burning upon projectile impact
- 364Having projector-engaging protrusion, notch, or recess means for enhancing projection of target
- 365Reusable in whole or part
- 366 ...Along endless path
- 367Target has additional motion while moving along path
- 368Path is circular
- 369 ...Oscillating (e.g., pendulum motion) or reciprocating
- 370Target has additional motion while oscillating or reciprocating

371	..With electrically actuated or operated indicator	397Runway extending between target area and projecting point
372	...Indicator responsive to projectile produced sonic or shock wave	398	..Pocketed or apertured
373	...Penetrating projectile alters circuit condition of target formed of stacked, penetrable sheetlike conductors	399	...With mechanical projector
374	...Element moved by projectile impact to actuate circuitry	400	...Closed-back or closed-bottom pocket
375Element is pivoted	401Entrance opening is formed in laterally extending surface
376Coplanar elements	402	...Target is aperture dimensioned to allow projectile to pass entirely therethrough
377	...Spaced conductors bridged by nonpenetrating projectile	403	..Penetrable target with replaceable element
378	..Indication by movement of target or target having indicating means	404	..Penetrable target with projectile backstop
379	...Plural indicators sequentially released	405	..With mechanical projector
380	...Frangible or formed from a plurality of separable interconnected elements (e.g., explosion simulating)	406	..Handling or manipulation (e.g., target positioning means)
381	...Audible indication	407	..Target support structure
382Projectile passes through aperture to operate indicator	408	..Target penetrated by projectile
383	...Having projectile-actuated means to free indicator for movement	409	..Printed matter
384Indicator is dumped or is projected into the air (e.g., return fire)	410	..Projectile backstop
385Gravity operated indicator	412	..User manipulated means for catching projectile moving through the air
386	...Target is moved or indicator is moved	108	SURFACE PROJECTILE GAME; GAME ELEMENT (E.G., TARGET, ETC.) OR ACCESSORY THEREFOR OTHER THAN PROJECTILE, PER SE)
387Indicator is moved	108.1	..Simulated game (e.g., hockey, soccer, etc.)
388Indicator is alternate target	108.2	..Golf
389Target is opening through which projectile passes to actuate indicator	108.21	...Projector solely supported and controlled by participant
390Target pivots	108.22	...Manikin type
391Having restoring means	108.3	..Baseball
392Automatic restoring	108.31	...Mechanically pitched ball or projectile
393Target separates from support	108.32	...Mechanically batted ball or projectile
394	..Having means to deliver spent projectile to easily accessible location	108.33	...Movable surface
395	...Movable conveyor or reprojecting target	108.4	..Football
396	...Projectile returned toward the projecting point	108.41	...Movable surface
		108.5	..Projector solely supported by participant (e.g., hockey stick, finger, cue stick, etc.)
		108.51	..Projector translatable and rotatable about vertical axis
		108.52	..Projector translatable and rotatable about horizontal axis

108.53	..Projector rotatable about vertical axis only	129 P	..Pinched or strand engaged
108.54	..Projector rotatable about horizontal axis only	129 Q	..Gravity propelled
108.55	..Projector having movable element and fixed with respect to game surface	129 AP	..Air propelled
108.56	..Projector translatable only or translatable with movable element	129 S	..Plunger, mechanically or electrically driven
108.57	..Fluid-pressure projector	129 T	..Plunger, manual
109	..Moving surface	129 V	..Pivoted, mechanically or electrically driven
110	..Pivoted	129 W	..Pivoted, manual
111	..Pivoted gate	236	BOARD GAMES, PIECES, OR BOARDS THEREFOR
112	..Spiral surface	237	..Electrical
113	..Pocketed	238	..Removable and discrete game piece changes status of circuit
114	...Mercury globule	239	..Magnetic
115	...Surface pockets	240	..Markable or erasable game board or piece (e.g., magic slate)
116	...Hazard pockets	241	..Having three-dimensional pattern
117	...Moving pockets	242	..Piece moves over board having pattern
118 R	..Ball games	243	..Chance device controls amount or direction of movement of piece
119 R	..Combined with projector	244	...Sports or outdoor recreational activities
120 R	...Gravity projectors	244.1Baseball
120 AElectric or magnetic	244.2Having cards or tiles
121 R	...Return course	245Golf
121 AElectric or magnetic	246Racing
121 BPachinko (i.e., nearly vertical playing surface)	247Football or soccer
121 DBall supply means	248	...Race to a finish (e.g., backgammon)
121 EBall elevator	249With common finish (e.g., parchisi)
122 R	...Ball return	250Outer space or astronomy
122 AElectric or magnetic	251Travel or exploration
119 A	...Electric or magnetic	252Travel or exploration
119 B	...Fluid projector	253	...Outer space or astronomy
123 R	..Pocketed	254	...Travel or exploration (e.g., touring, treasure hunt, archeology)
124 R	...Return course	255	...Military or naval engagement
124 AElectric or magnetic	256	...Property or commodity transactions
125 R	...Ball return	257	...Judicial, legislative, or election process
125 AElectric or magnetic	258	..Strategic race to a finish (e.g., Chinese checkers)
123 A	...Electric or magnetic	259	..Sports or outdoor recreational activities
118 A	..Magnetic or electric	260	..Chess or checker type
118 D	..Ball actuated element	261	...Nonrectangular or extended pattern
126 R	..Disk or ring games	262	..Military or naval engagement
126 A	..Electric or magnetic		
127 R	..Targets		
127 A	..Fall apart targets		
127 B	..Static, no ball return		
127 C	..Ball return		
127 D	..Target pivots about horizontal axis		
129 R	..Projectors		
129 K	..Swung, carried by user		
129 L	..Slid, carried by user		
129 M	..Wheeled, carried by user		

263	..Chase type (e.g., fox and geese)	140	..Fish ponds
264	..Alignment games (e.g., morris, mill)	141 R	..Rotating pointer
265	..Salvo type	141 A	..Electric or magnetic
266	..Nim type (i.e., game of take away)	142 R	..Rotating disk
267	..Completing square type	143 R	..Edge indication
268	..Dice board and number plate type	143 A	...Rolling
269	..Lotto or bingo type	143 B	...Movable web
270	..With attached pieces	143 C	...Indexing: magnetic
271	..Alignment games (e.g., tic-tac-toe, go-moko)	143 D	...Indexing: leaf spring
272	..Word, sentence, or equation forming (e.g., SCRABBLE, hangman)	143 E	...Indexing: loose weight
273	..Memory or matching games (e.g., concentration)	142 A	..Indicator: projected
274	..Betting or wagering board (e.g., casino)	142 B	..Indicator: electrical
275	..Path forming	142 C	..Indicator: optional
276	..Construction or assembly games	142 D	..Indicator: free element
277	..Sports or outdoor recreational activities	142 E	..Ball indicator-pocketed disc
278	..Property or commodity transaction (e.g., stock market)	142 F	..Ball indicator-notched disc
279	..Judicial, legislative, or election process	142 G	..Ball indicator-stationary pocket
280	..Rotatably mounted board	142 H	..Plural disc
281	..Game board having movably attached piece	142 HA	...Concentric
282.1	..Removably interfitting or detachably adhesive board and piece	142 J	..Indexing
282.2	..Detachably adhesive	142 JA	...Pin and reed
282.3	..Board projection engagble with piece	142 JB	...Magnetic
283	..Game board having pattern separable into sections	142 JC	...Leaf spring and cog
284	..Game board having interchangeable, variable, or plural distinct playing patterns	142 JD	...Pivoted pawl
285	..Collapsible board (e.g., folding)	142 K	..Phonograph mounted
286	..Flexible sheet type	144 R	..Lot mixers and dispensers
287	..Game board structure	145 R	..Dice agitators
288	..Game piece	145 A	...Cup
289	..With movably attached part	145 B	...Chute
290	..Stackable or nestable feature	145 C	...Closed container
291	..Weighted or reversible (e.g., for different game)	145 CAInternal agitator
138.1	CHANCE DEVICES	145 D	...Reciprocating floor
139	..Chance selection	145 E	...Rotating table
		144 A	..Lot dispenser: mixing and dispensing
		144 B	..Lot dispenser: mixing and showing
		146	..Dice
		147	..Tops
		138.2	..Electric or magnetic
		138.3	..Gravity-propelled chance element randomly traverses or enters alternative paths
		138.4	..Plural external receivers (e.g., plural dispensers, etc.)
		138.5	..Liquid-filled path
		292	CARD OR TILE GAMES, CARDS OR TILES THEREFOR
		293	..Card or tile structure
		294	..Playing surface having nonrectangular perimeter
		295	..Material

296 .With functional back indicia
 297 .Property or commodity transaction representation
 298 .Sports or outdoor recreational activities
 299 .Word, sentence, or equation forming
 300 .With quotation thereon
 301 .With musical indicia
 302 .With educational data
 303 .Suits
 304 ..With supplementary indicia
 305 ..Indexing
 306 ..With auxiliary or accessory card or tile
 307 .Rearranged basic indicia
 308 .With representations of persons or objects and names associated therewith
 148 R **GAMES ACCESSORIES**
 309 .Game supporting tables or surfaces
 149 R .Card shufflers and dealers
 149 P ..Devices for dealing predetermined hands
 150 .Hand holders
 151 ..Duplicate games
 148 A .With card holders
 148 B .All video game accessories
 153 R **PUZZLES**
 154 .Balancing ovoids
 155 .Folding and relatively movable strips and disks
 156 .Take-aparts and put-togethers
 157 R ..Geometrical figures, pictures, and maps
 157 A ...Transparent overlay
 158 ..Bent wire
 159 ..Flexible cord or strip
 160 ..Mortised blocks
 153 P .Pyramid building
 153 S .Shifting movement
 153 J .Jumping movement
 161 **FORTUNE-TELLING DEVICES**
 429 **PROBLEM ELICITING RESPONSE**
 430 .Questions and answers
 431 ..Categorized or grouped questions
 432 ..Timed response
 440 **PHYSICAL SKILL OR ABILITY**
 440.1 .Simulated martial-art-type game (e.g., boxing or fencing robots, etc.)

441 .Participant maneuvered game element over a surface or through a course
 442 ..Simulated vehicle
 443 ..Magnetically guided game element
 444 ..Game element comprises a participant
 445 .Timed reaction or race to a finish
 446 ..One participant at a time competes
 447 .Game element capture or pick up using manual dexterity
 448 ..Electric or magnetic capture
 449 .Balance
 450 ..Game element add on
 451 .Push or pull force (e.g., tug of war)
 452 ..Arm or finger contacting (e.g., arm wrestling)
 453 .Apparatus connecting plural participants
 454 .Electric
 455 ..Circuit completion
 456 .Magnetic
 457 **ENCLOSED FLUID MEDIUM**
 458 .Inflatable
 459 **MISCELLANEOUS**
 460 .Electric
 461 .Simulated game

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